PLANET'S EDGE™

Planet's Edge is a registered trademark of New World Computing, Inc. New World Computing is a trademark of New World Computing, Inc. All other brand names and trademarks are the property of their respective holders.

Installation Instructions and Reference Guide

IBM and Compatibles

- You must have 4,200,000 bytes free on your hard drive and 542,000 bytes of free memory to play Planet's Edge.
- Insert Planet's Edge Disk #1 into your computer's floppy drive.
- Type the letter of the drive and a colon (i.e. A: or B:), then press **Enter**.
- Type **INSTALL**, then press **Enter**.

- The Install Program will choose a configuration and ask if you wish to use the current selections. If the selections match your computer system, press **Y**. If you wish to change the selections, press **N**.

 - If you pressed **N**, the Select Video Mode window will appear. Type the number that corresponds to the video system in your computer. (An asterisk appears next to options the Install program detects. This does not necessarily mean your computer is equipped with these options.)
 - Next, the Select Sound Support window will appear. Type the letter that corresponds to the sound card in your computer (Select PC Speaker if you have no sound card installed).
 - If a mouse is detected, you will be asked whether you would like to use it.
 - You have the option of having the sound turned off when you start up Planet's Edge. You can turn the music on after the program is loaded by pressing **Alt-M**. Sound effects can be turned on with **Alt-S**.
 - The Install program will ask for a path name. You may use the default (C:\PE) by pressing **Enter**, or create your own.
 - The Install program will ask again if you wish to use the current configuration. Type **Y** if the current settings match your computer's configuration.

- The Install program will begin installing Planet's Edge to your hard drive. When ready, it will ask for the next disk.
- If there are any errors, the Install program will report them. If you have any problems installing Planet's Edge, contact our Technical Support at (818) 999-0607 from 9am - 12 noon and from 2pm - 5pm Mon - Fri PST.
- When installation is complete, the program will exit into the subdirectory in which Planet's Edge was installed. Type **PE** to begin playing.
- Planet's Edge requires that you **do not** have your **CAPS LOCK** key activated.
- If for any reason you wish to change the settings or start a new game, type **INSTALL** from the Planet's Edge directory on your hard drive. This will allow you to change the video mode and sound support, and will give you the option of restarting the current game. It will not affect any of your saved games.

Navigating the Menus

There are four ways of selecting options in the various windows in Planet's Edge.

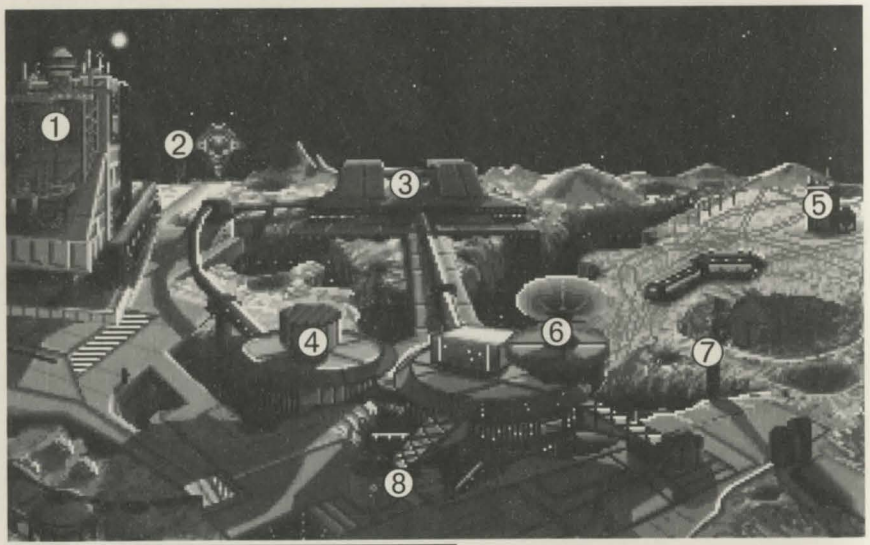
- Click the mouse pointer on the name or icon of the option you desire.
- Type the first letter of the option from the keyboard, then press **Enter**.
- If there is an option that is highlighted, press **Enter** or click **Select** to select that option. Use the arrow keys to move the highlight to other options.
- If there is a number to the left of an option or item, press that number on the keyboard, or click the mouse pointer on the item's name.

 For options requiring a Yes/No answer, press **Y** or **Left Mouse button** for yes, **N** or **Right Mouse button** for no.

Most windows can be exited by pressing the **Escape** key.

Moonbase

After the introduction sequence (which can be skipped by pressing **Escape**) Mason Polk, Commander of Moonbase will give you a mission briefing, after which you will start at Moonbase. The eight areas of the Moonbase are:



The Moonbase

1. ***Shipyards***
2. ***Launching Pad***
3. ***Warehouse***
4. ***Crew Quarters***
5. ***Research Lab***
6. ***Save Game***
7. ***Load Game***
8. ***Quit to DOS***

1. The ***Shipyards***. This is where you outfit your ship(s) for interstellar travel. When you enter the Shipyards, any cargo you have aboard is off-loaded, in order to make it easier to work on your ship.

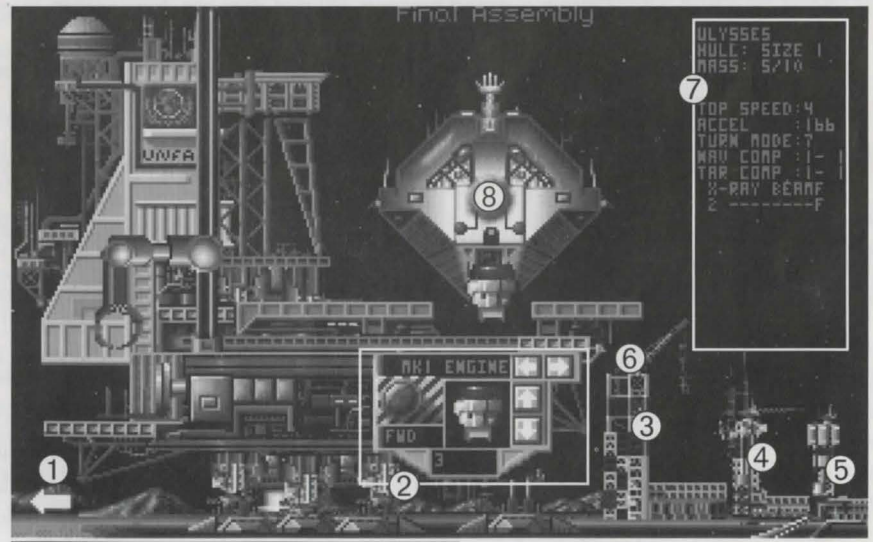
← or →	**Left** or **Right** arrows cycle between the different weapons and engines that can be put on your ship.
↑ or ↓	**Up** or **Down** arrows cycle through the different sizes for each item.
↵	Clicking the large red button or pressing **Enter** installs the part in the window on your ship.



Select and install

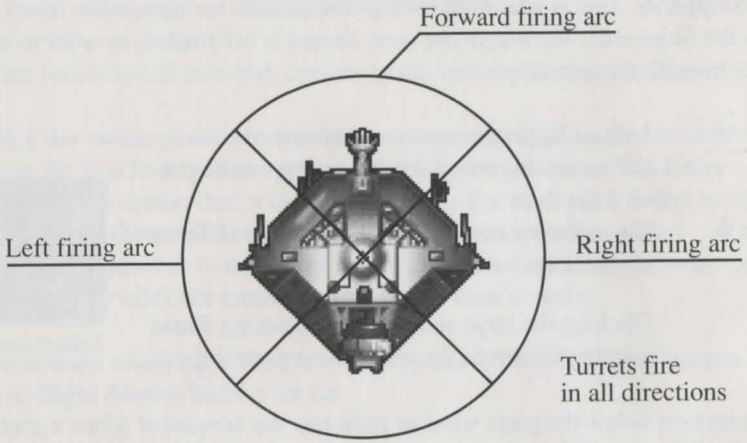
The numbers below the parts window indicates the amount of space a given part will take on your ship. If the numbers are green it indicates that there is enough available space on your ship for that part. Because the number of control computers needed to run your ship increases exponentially for every part you put on your ship, every part will be larger than the previous. The numbers turn red when you do not have any space available for that part.

E	Clicking on an engine or pressing **E** removes one of the currently installed engines.



The Shipyard

1. Return to ***Moonbase***
2. Select and install ships engines and weapons
3. ***Storage Yard A***
4. ***Storage Yard B***
5. ***Storage Yard C***
6. ***Scrap current ship***
7. ***Ship's statistics area***
8. ***Ship***



1-0 The number keys (from **1 to 0**) correspond with your ship's weapons and weapon mounts. Clicking on a weapon or pressing a corresponding number will remove it from your ship.

R,L,F,T All mounts on all ship types can handle a forward facing weapon, while certain ships will have mounts for left or right facing weapons, or even a turret. Pressing **R** gives your weapon a right facing mount, while pressing **L** turns it left. **F** will point the weapon forward, and **T** will turn it into a turreted weapon, if your ship has these capabilities. A turret takes up four times the space of normal weapons. All weapons have a firing arc of 90°, with the exception of turrets, which are capable of firing through 360°.

A,B,C There are three ship Storage Yards. You can cycle through them by pressing **A**, **B**, or **C** or by clicking on the specific area. When you build a ship in the Warehouse it gets stored here. Clicking on a stored ship exchanges the stored ship for your current ship. It might be a good idea to keep a couple of different ship configurations here. Since there is a trade off between weapons capability and cargo capacity, having two specialized ships (one for transporting cargo, the other for fighting) might be a good idea.

S The ship's scrap area is accessed by pressing **S** or by clicking on the wrecking crane. This is where you can scrap the current ship in order to build another, should all the Storage Yards be filled. Scrapped hulls cannot be salvaged to replenish raw materials because of the effects of faster-than-light travel on the structure of a ship. However, weapons and engines can be removed and refurbished for use on another ship. **All weapons and engines are destroyed if they are still on a ship when it is scrapped!**

N Pressing **N** allows you to recommission a ship with a different name.

Basic Ship Information

This is the name of your ship, the hull size, and the mass. Size 1 is the smallest hull size. It has a maximum capacity of 10 units of cargo or equipment. In this picture one-half of its mass limit is used.

Engine Information

This is your vessel's top speed, acceleration speed, turn mode, and computer status. Installing larger engines on your ship will raise your top speed: average size is the determining factor. Adding more engines improves your turning ability. Acceleration is a ratio of the combined thrust of your engines to the size of your ship. However, the number of Navigation Computers necessary for your ship increases exponentially with the number of engines you install.

Weapons Information

Some ships have as many as ten mounts available for weapons. Hull size 1 only has room for 2 weapons. The same constraints for engines and Navigation Computers apply to weapons and Targeting Computers.



Weapons

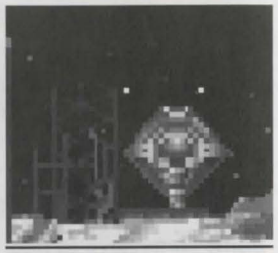
All ship's weapons can be placed into four basic categories: cannons, lasers, missiles, and bolts. The maximum range for any weapon is 8. The odds of hitting with any shipboard weapon except missiles is dependent on the skill of your crewmembers (*See Crew Quarters*). Because William's primary skills are in this area, he fires the weapons. If he dies the crewmember that has the next highest ship's weapons skill will fire. Range to target is also a factor with Cannons and Bolts.

Cannons - Cannons are simple projectile weapons and do the least amount of damage of the four weapon types. They only do half as much damage as an equivalent sized laser. However, they have the advantage of recycling and reloading the fastest of all weapons. The cannon is the smallest weapon, it does 1 point of damage. The slightly larger mass driver would do 2 points of damage. Each unit of range lowers the chance to hit by 5%.

Lasers - These multi-Megawatt coherent light weapons work in the same fashion as personal laser weapons. Because of the time needed to charge the capacitors that power these weapons, they fire only half as fast as the cannon weapons. Lasers are also the only weapons that lose significant power as the range to target increases. A basic laser does 2 points of damage at range 1. The larger X-ray laser does 4 points of damage at range 2 and 2 points at range 1.

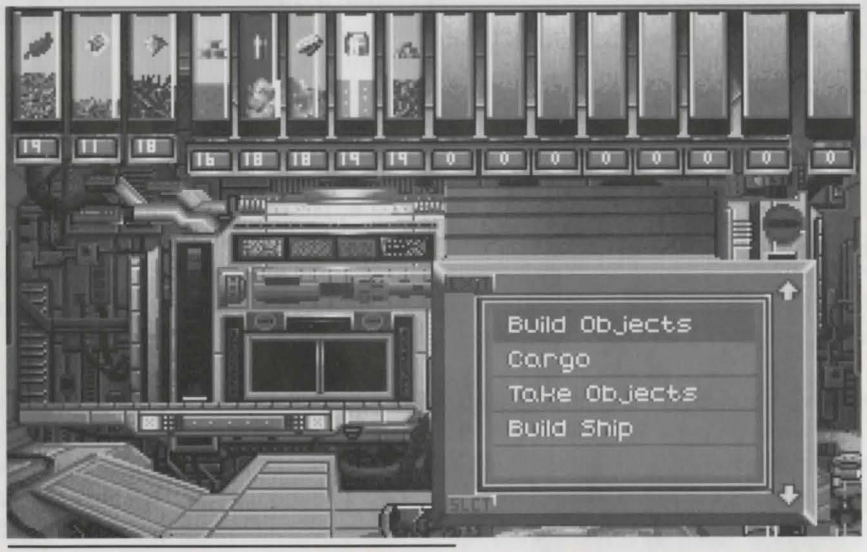
Missiles - Missiles are dumb point-and-shoot weapons. The small ones are unguided and bear a closer relationship to torpedoes than to the smart missiles in Earth's arsenal. Larger missile weapons are guided, fire-and-forget smart missiles. Armed with small nuclear warheads, they pack a little more punch than lasers, and fire a little faster. A missile size 1 does 3 points of damage.

Bolts - The most powerful ship-based weapons are these bolts of focused energy. These weapons fire very slowly: about once for every four cannon shots, but they have twice the impact of lasers. The impact of bolts is rather uncontrolled. They will hit a random shield regardless of where you aim them. The Grav Bolt does 4 points of damage; there was mention in the ETS databases of a bolt weapon that would do 32 points of damage. One hit from this would vaporize a size 1 ship such as the *Ulysses*!!!



The Launching Pad

❷ The ***Launching Pad*** is where you embark to explore the galaxy and save the Earth. You can click on your ship to launch, or you can press the **L** key.



The Warehouse

❸ The ***Warehouse*** is where raw materials are stored for Moonbase. The raw materials can be used to create new items to outfit your crew, new weapons for your ship, or taken for trade with other planets. Across the top of the screen are tubes that show the relative amounts of raw materials you have on hand. Following is a list of all the materials that were listed in the ETS databases, along with the availability, location of the nearest system or sector that you can find supplies of each item, and what it is used for.

Element	Rarity	Location

Organics Uncommon Alpha-Centauri
Usage: These are carbon-based organic compounds; the rough equivalent of compost. They are used in all low tech weapons, medical kits, and armor. They are used less in higher tech equipment.

Radioactives Uncommon Aldhibain
Usage: Low level radioactive materials, these are fissionable Uranium derivatives common to all low to medium tech atomic guns, starship engines, medkits, and they are also found in some higher tech powerpacks.

Crystals Uncommon Atria
Usage: Crystals consist of high quality silicon and quartz. They are used in all electronic gear and scanners. Most lasers use some, and most ship parts need some.

Heavy Metals Common Sol
Usage: This iron/tungsten/molybdenum alloy provides the basic structure of almost everything and is the major component of smaller ships.

Inert Gasses Uncommon Alphard
Usage: A mixture of noble gasses, because they are not chemically active, Inert Gasses are used in laser based equipment and gas powered projectile weapons. They are also used in medkits and ship engine cooling systems. While not very common, Inert Gasses are always found in large quantities.

Soft Metals Common Sirius
Usage: This amalgam of lead, aluminum and tin is used in almost everything - especially in low tech projectile weapons, ammunition, and lasers.

Common Liquids Common Chara
Usage: Common liquids include such things as water and ammonia. They are used primarily in medical equipment, but they are also used heavily in ships and engines.

Hybrid Solids Extremely Rare Unknown
Usage: A form of soft plastics, the usage for these solids is unknown at this time. A small amount was found on the ETS hulk, but there was no reference to them in the databases.

The Moonbase scientists have also identified the following materials, and believe that you will need to find some of them in your travels in order to build some of the more powerful alien items.

Alien Gasses Rare Ankaq Sector
Usage: Alien Gasses have the same uses as Inert Gasses, except that they are used for higher tech variants.

Alien Metals Rare Alnasl Sector
Usage: Heavily used in larger ships and high tech weapons.

Element	Rarity	Location

Alien Isotopes Very Rare Zaurak Sector
Uses: The most exotic atomic guns, high power engines, and advanced defense mechanisms need this. Alien Isotopes are very rare and found in extremely small quantities.

Alien Crystals Rare Alhena Sector
Usage: Alien Crystals are a primary component of high tech electronics gear as well as high wattage lasers. They are a necessary component of larger ships as well.

Alien Organics Rare Ankaq Sector
Usage: The primary use for these is heavy-duty medical supplies.

Alien Liquids Rare Izar Sector
Usage: Same as alien organics

Rare Elements Very Rare Zaurak Sector
Usage: These are only used in the most powerful engines.

New Elements Very Rare Kornephoros Sector
Usage: The highest tech weapons, ammunition, and ships require these elements.

The *Build Objects* menu lists all the items that you can build (weaponry, armor, medicines, and other items), based on your technology level and the raw materials you have available to you. The Moonbase engineers are capable of replicating almost any weapon or armor you bring back to the Moon, provided you also have the materials and technology needed to fabricate it. The list of objects you can build will grow as you discover new items and technologies.

The *Cargo* menu allows you to transfer items between your ship's cargo bays, and the Warehouse. According to the alien records that were aboard the ETS, there are huge merchant trading areas throughout the galaxy. You should be able to trade materials that Moonbase has a surplus of for rare materials and information. Transfer items to your ship by highlighting the item you want to take, and pressing the + key, or by using the **Left Mouse button**. To remove items from your ship, highlight them and press the — key , or the **Right Mouse button**. The available cargo space on your ship is indicated by the number at the top of the menu.

The *Take Objects* menu allows you to equip your crew with the new items you made in the Build Objects area. At the top of the items window the crewmember's name and number of items they can still carry are displayed. Select the crewmember that you want to give the new item to, highlight the item you want the person to have, and press **Enter**, or click the **Left Mouse button**.

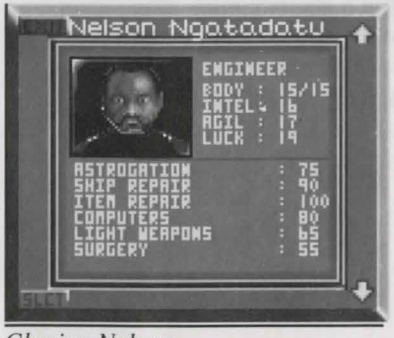
The *Build Ship* menu is for building parts to upgrade your ship or building entirely new ship hulls. Everything from more powerful engines and weapons, to completely new hulls can be built here. One of the most important things for you to search for is new ship plans, so that Moonbase engineers can build you larger, more capable, ships which are so large that they could carry the *Ulysses* in their cargo hold. Any ship larger than a size 2 would be incapable of landing on the surface of the Earth.



The Crew Quarters

❹ The ***Crew Quarters*** are where the members of your crew are cloned. Should a crewmember be killed in the line of duty, this is where you would go to have them recreated. You can also use the cloning chamber to create crewmembers that have abilities more suited to your needs. Because cloning is not an exact science, each clone will have slightly different abilities when compared to the original.

As you start the cloning process, you will get a display of each new clone's physical statistics and abilities. **Body** tells you how physically fit and how much damage a crewmember can take. **Intelligence** controls the number of skills a given clone can have, and the ability to comprehend alien equipment. **Agility** governs the crewmember's ability to hit other beings with weapons, and to avoid being hit. **Luck** is the chance a crewmember has to successfully do something they have no training for.



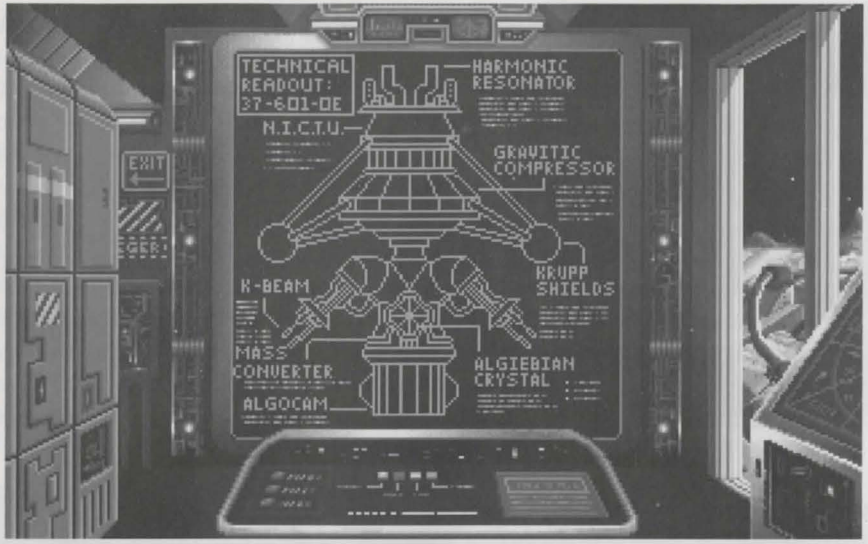
Cloning Nelson

William is the most average of your four crewmembers, while **Katya**, due to her gymnastics training has a much stronger **body** and more **agility** than the others. **Osai**, having never been an athletic type, has a physically weaker **body** than the rest of the group. **Nelson**, who has a natural knack for figuring out how to do things outside of his specialties, gets a bonus to **luck**.

There are sixteen skills and every crewmember has three of them as their basic skills. The sixteen skills are:

Astrogation - How well a crewman is able to pilot a ship.
Ship's Beam Weapons - This skill is needed to focus and hit with a ship's laser weapons.
Ship's Bolt Weapons - This is the skill needed to successfully hit with a ship's bolt weapons.
Ship's Projectile Weapons - This is necessary to fire a ship's missile and gun weapons.
Leadership - A high leadership score enhances the abilities of the other crewmembers.
Communications - This ability governs how well you can communicate with alien races and understand the output of the scanner.
Diplomacy - This skill helps in your negotiations with alien races for goods and information.
Ship's Repair - The higher the score in this category, the faster your ship is repaired after combat.
Item Repair - This controls your ability to repair personal items, like weapons and armor.
Computers - How well crewmembers interface with both ship-board and alien computers.
Hand Weapons - A crewman's skill in using hand-to-hand weapons such as swords and daggers.
Light Weapons - A crewman's skill in using small arms like hand lasers and pistols .
Heavy Weapons - A crewman's skill in using military issue weapons such as machine guns and assault lasers.
Xenobiology - This skill will help should you need to treat an alien.
First Aid - This is the ability to successfully treat minor ailments.
Surgery - A high score in this skill is needed to treat major injury.

Each crewmember has three primary skills, while the number of secondary skills is determined by their intelligence. Skill levels are gauged on a scale from 0 to 100 with 100 being totally competent in that area. A secondary skill will always be weaker than any of the three primary skills. **William's** primary skills are **Astrogation** plus two of these three; **Ship's Beam Weapons**, **Ship's Bolt Weapons**, and **Ship's Projectile Weapons**. **Katya**, as Weapons Officer, specializes in **Heavy**, **Light**, and **Hand Weapons**. **Nelson**, as Ship's Engineer, is especially adept at **Ship Repair**, **Item Repair**, and **Computers**. **Osai** gets **First Aid**, **Surgery**, and **Xenobiology**.



The Research Lab

❺ The ***Research Lab*** is where the Moonbase engineers and scientists will take the parts you discover and attempt to recreate the alien device. It is here that you can see a blueprint of the plans, and gauge the scientist's progress as you bring parts of the device back to the moon. Also, as you encounter other cultures and gain more technical knowledge, you will see the Research Lab grow in size.

❻ ***Save Game***
This command will list the names of the games that you have already saved, along with a **NEW** command for creating saved games. Each saved game requires about 200,000 bytes of free disk space. Your current game is saved every time your crew beams down.

❼ ***Load Game***
The Load Game command displays the games you have saved and lets you load a saved game.

❽ ***Quit to DOS***
Exits Planet's Edge. Press or click twice to activate.

Intersystem and Interstellar Space Travel

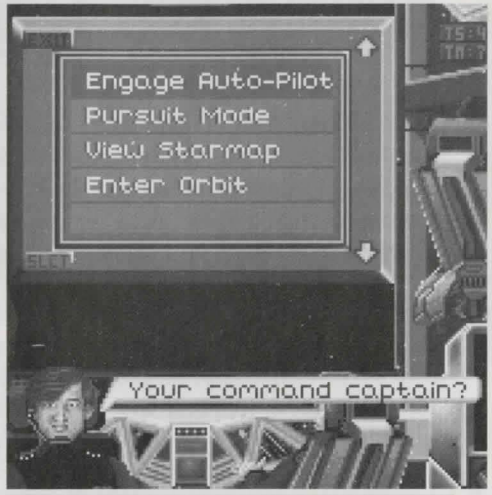
← or → **Left** and **Right** arrows control the direction of flight

↑ or ↓ **Up** and **Down** arrows control the speed of your ship.

N Selects the navigation console.
W Selects the weapons console.
E Selects engineering console.
S Selects science console.

The mouse can be used for directional control by clicking in the direction that you want the ship to travel. Speed can also be controlled with the mouse by clicking on the arrows that are between the Navigator and the Science Officer. All consoles can be accessed by clicking on the respective crewmembers .

Navigator Menu



Navigator's controls

Engage Auto-Pilot

The Navigator controls the autopilot systems on your ship. In order to disengage autopilot and fly under manual control, you enter the autopilot menu and press **Esc**. The ship's autopilot is auto-configuring. In interstellar space you have to use manual control on your first visit to a system. To enter a system, you must fly directly into the star you wish to visit. When you enter any system, your autopilot will automatically record your coordinates for future visits.

Pursuit Mode

Upon receiving this order your navigator will follow the nearest ship until you give him the order to stop. This is an excellent way to find out what systems other ships are visiting. This command becomes **Cancel Pursuit** after pursuit mode has been enabled.

View Starmap

This can be accessed by pressing **M**. On the map, systems that you have visited are displayed in green. The map automatically keeps your ship at the exact center of the starmap.

Enter Orbit

This can be accessed by pressing **O**. This option is activated as soon as a planet is displayed in the scanner. Your ship will automatically go to the planet and establish orbit. This command becomes **Leave Orbit** after orbit has been established.

Weapons Officer



Weapons Officer controls

Communicate

This command lets you communicate with other ships. The ship pictured in the lower left-hand corner is the one that you communicate with. If the ship is non-hostile, the Communicate command changes to **Close Channel**. This will let you break of communications after you have talk to them. If they are hostile, then you can attack them (see *Space Combat*).

Attack

Enters combat mode (see *Space Combat*).

Science Officer



Science Officer's controls

Heal Crew

Heals up to half a crewmember's total damage to their **Body** score. Upon your return to Moonbase, all living crewmembers will be fully healed. Dead crewmembers must be re-cloned in Crew Quarters.

Scan Target

Your Science Officer will scan a planet while in orbit for raw materials, and beam down locations.

Beam Down

This sends all the ships occupants to the ground. This becomes **Touch Down** while orbiting Moonbase. Not every planet has an acceptable beam down location.

Ship's Engineer

Ship Status

This displays current weaponry and engines, and their status. It is a good idea to check this menu after battle as weapons and engines might have been destroyed.



Ship's Engineering controls

Cargo Controls

The engineer also controls **Load**ing, **Dump**ing, and cargo **Pay**ments. The Engineer's cargo menu works exactly like the Cargo menu in the Warehouse at Moonbase.



Scanning an alien world.

Space Combat

As you travel from star to star, you will meet many other space faring races; some that are hostile pirates; others that are peaceful trading merchants. While not encouraged, piracy can be used as a tool to get materials that are not available in the systems you have traveled.

Once you give your weapons officer the order to attack, all personnel and ship's screens switch to combat mode.



Weapons Officer's combat controls

Weapons Menu

Automatic Fire

The weapons officer will have the computer fire upon the enemy as soon as you have aimed the ship and/or a weapon is read to be fired.

Manual Fire

This lets you decide when to shoot by pressing the **Space Bar**.

Switch Target

This allows you to change targets when you are engaged by multiple ships.

Self-Destruct

To be used with caution - Self-Destruct requires confirmation to enact, but it will ensure that any Moonbase technology will not fall into the hands of hostile aliens.

Navigator Menu

Pursue

Your navigator will program the ship's computer to keep right behind the targeted ship.

Evade

This will cause you to keep as much distance as possible between you and the enemy. If you are fighting multiple ships, they can outflank you by coming at you from both sides.

Go slow/go fast

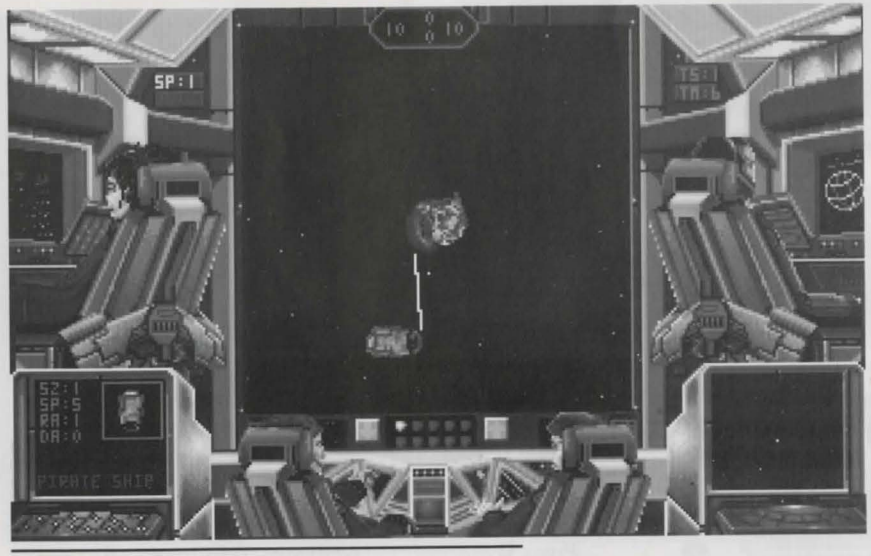
This menu controls the speed of pursuit and evasion.



Navigator's combat controls

Manual Control This allows you to control the combat movements of your ship.

Because of the scarcity of resources, the integrity of your ship is of primary importance. A size 1 ship hull has a shield strength of 10. Larger ships will have better shielding and more weapon capacity. The scanner in the lower left corner of the screen displays the statistics on the currently targeted ship. The scanner lists the size, speed, range from your ship, and current damage of the other ship. Should you find your ship out gunned, you can flee the battle by distancing yourself 30 lengths from the other ship(s) and giving your engineer the order to disengage.

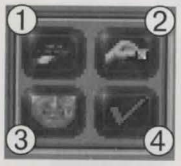
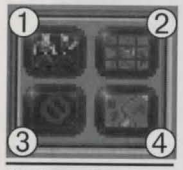
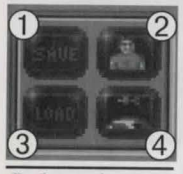


The Ulysses takes a hit to the starboard shields

Planetary Exploration

The majority of your adventure is spent in exploring the surface of planets. Your primary objective while on the ground is to find out what happened to Earth. Secondary objectives are to contact aliens, and to increase technical knowledge. Here is some basic information about exploration, assuming that things on other worlds work in the same manner as the equipment on the ETS. Unlocked doors open automatically when a crewmember passes in front of them. Every object you may find should have an entry in the scanner's database if you examine it. **Look**ing at an item gives you a general description; If you are more curious **Search**ing will let you know if it is significant. **Search**ing panels, levers and buttons may help you discover uses for them. If you pickup an item, then you can **Examine it**. You should also try to **Talk to** everyone in order to get information about the Centauri Drive. **Use** items on people you meet, in order to give things to them. Upon beaming down, the following control icons become available for communicating with the ground party. Palettes 1 and 2 are displayed initially, and can be swapped with palettes 3 and 4 by clicking the **Right Mouse Button**.

Icon Palettes

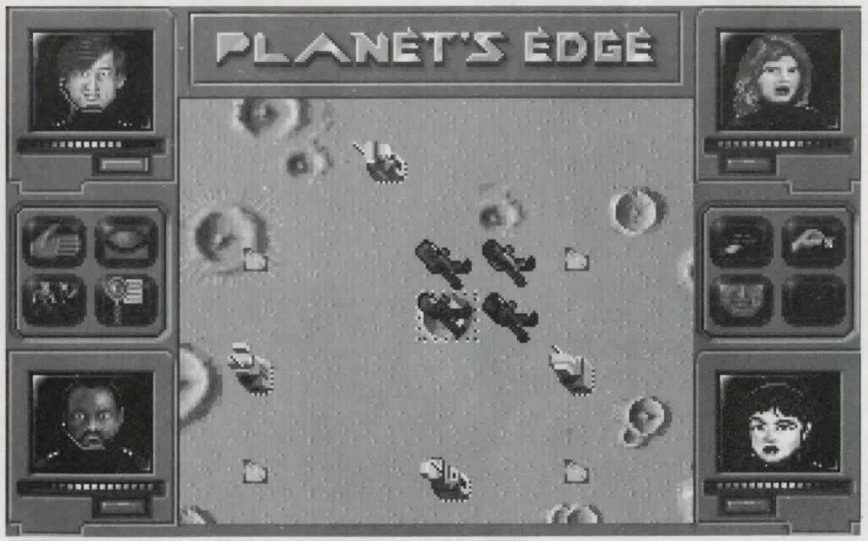
	Keypress	Function
 *Palette 1*	**Icon Palette 1**	
❶	Press **G**	Get something from an adjacent square
❷	Press **L**	Look at an adjacent area
❸	Press **D**	Drops an item from inventory
❹	Press **E**	Examines an item in inventory
 *Palette 2*	**Icon Palette 2**	
❶	Press **A**	Attack/Shoot someone or something
❷	Press **U**	Use an item from your inventory
❸	Press **T**	Talks to an adjacent person
❹	Press **I**	Inventory of current character
 *Palette 3*	**Icon Palette 3**	
❶	Press **C**	Enter Combat Mode (Control individual crewmembers)*
❷	Press **M**	Display short range map
❸	Press **Alt Q**	Exit from Planet's Edge
❹	Press **Shift M**	Display long range map
 *Palette 4*	**Icon Palette 4**	
❶	Press **Control S**	Saves a game
❷	Press **W**	Wield a weapon or wear a piece of armor
❸	Press **Control L**	Loads a saved game
❹	Press **B**	Activates Tele-trans

*Combat mode is exited by all characters taking a turn without being attacked.
Walking around the planet's surface is done by using the **arrow keys**, or by holding the **Left Mouse button** down in the direction you want the crewmembers to go.

Ground combat

The possibility of meeting hostile aliens on the planet's surface cannot be denied. There are four basic classes of weapons: Hand weapons, projectile weapons, beam weapons, and subatomic weapons. Hand weapons, like sword and maces, are for close-in combat. Projectile weapons are the most common weapons. Pistols, machine guns, and rifles of various types are included in this category. Beam weapons, lasers and the like, are very accurate at long range. Subatomic weapons are powerful, but inaccurate and hard to maintain. Weapons are also divided into two types, heavy weapons and light weapons. Light weapons are usually small, personal weapons. Heavy weapons are military-type assault weapons.

Protection from weapons is in the form of armor. There are four classes of armor: Hand-to-hand, projectile, reflective, and subatomic. Hand-to-hand armor is primarily a defense against hand weapons. Projectile armor, which includes things like flak jackets and Kevlar armor, stops bullets and other types of shots. Reflective armor is a deterrent to beam weapons. subatomic armor is specially designed for radiation protection, although we believe that medieval plate armor might be even better than this specialized armor. Even though the armor absorbs some of the impact, damage is passed through. If you are wearing the wrong armor type, the protection is minimal.



Ground patrol

Below each crewmember icon is a bar showing the remaining amount of damage they can take, and a button that shows how much armor is remaining. The bar is lit from red to green, and as a crewmember takes more damage the bar gets shorter and more red. After about 50%, they have received more damage than can be healed with a first aid kit. The armor button starts out green, and as your armor takes more damage, turns blue, yellow, red, and then grey when the armor is destroyed.

Final Mission Notes from Commander Polk

If you check the Warehouse, you will notice that we have built a few extra items in order that you may outfit your crewmembers differently before you leave. You can also build a few more supply items there.

In the Shipyards we also have a few extra items, so that you can customize the *Ulysses* to more suit what you may find out there.

I cannot stress more the importance of visiting Alpha-Centauri first. By tracing the path of the ETS, it would appear that it came from near there. Also, according to the ETS databases, Alpha-Centauri is also the location of a large scientific outpost. The known sectors of the galaxy are a huge exploration project. Having a small idea of where to progress next in returning the Earth would be a great help.

Good luck, and Godspeed!

Key Commands

General Key Commands

Press **Alt S**	Toggles **sound effects** on/off
Press **Alt M**	Toggles **music** on/off
Press **Alt Q**	**Quits** Planet's Edge
Press **Control S**	**Saves** your current game
Press **Control L**	**Loads** a saved game

Space Key Commands

Press ← →	Turns ship **left** and **right**
Press ↑ ↓	**Accelerate / Decelerate**
Press **SPACE**	**Fires** all available weapons in combat
Press **F1-F10**	**Fires** individual weapons
Press **T**	Switch **Target**
Press **M**	Display Star **Map**
Press **S**	**Science** Menu
Press **N**	**Navigation** Menu
Press **E**	**Engineering** Menu
Press **W**	**Weapons** Menu
Press **O**	**Orbit** planet

Land Key Commands

Press **1-4**	Makes that character the **leader.** Press twice to **View Character**.
Press ← → ↑ ↓	Walk **left, right, up** and **down**
Press **A**	**Attack**
Press **B**	Activate Tele-trans and **Beam** up to ship
Press **C**	Puts crewmembers in **Combat Mode**. This gives you control over each player's movements individually.
Press **D**	**Drop** item
Press **E**	**Examine** item in inventory
Press **G**	**Get** item
Press **I**	**Inventory**
Press **L**	**Look** at something
Press **M**	Look at **Small Map**
Press **Shift-M**	Look at **Large Map**
Press **SPACE**	**Pass**; **Next person's turn** in combat
Press **S**	**Search** - Looks at something with more detail; search dead body; search for hidden uses
Press **T**	**Talk** to another being
Press **U**	**Use** an item on something or someone
Press **W**	**Wear/Wield** armor or weapons
Press **Tab**	Cycle through available **Targets**

Additional Credits

Additional Programming
Dave Hathaway
Todd Hendrix
Mark Caldwell

Additional Text and Layout
Richard Espy
Ron Bolinger

Theme Song
Howard Fredrics

Original Music
Tim Tully
Robert Wallace

Additional Playtesting
Arlon Harris
Top Star Computer Services

NEW WORLD COMPUTING, INC.
P.O. Box 4302, Hollywood, CA 90078
Tech Support (818) 999-0607